

SEGA

SEGA CD

ABC RACERS



CORE
DESIGN INC.

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FOR PLAY ON THE SEGA CD™ SYSTEM.



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television or while playing video games may induce a seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or any of your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.



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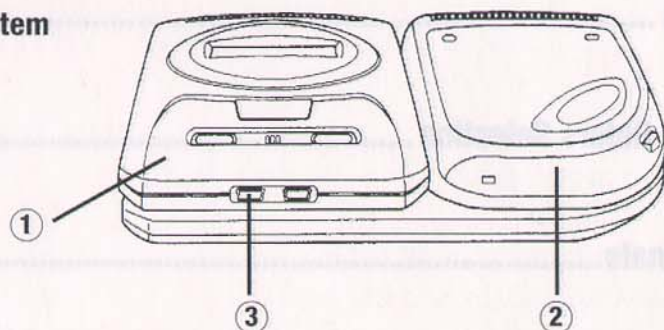
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Starting Up: How to Use Your Sega CD

This CD-ROM can only be used with the Sega CD or CDX system. Do not attempt to play this CD-ROM on any other CD player. Doing so may damage the headphones and speakers.

1. Set up your Sega CD system by following the instructions in your Sega CD System Instruction Manual. Plug in Control Pad 1. For two-player games, plug in Control Pads 1 and 2.
2. Turn the system ON. The Sega CD animated display will appear on screen. If nothing appears on the screen, turn the system OFF and make sure it is set up correctly.
3. Press Button C on the Sega Drive Control Pad to make the on-screen Control Panel appear. Use the D-Pad to select EJECT, then press Button C to open the CD tray.
4. Place the disc in the well of the CD tray then press Button C. The CD tray will close and the words CD-ROM appear on the Control Panel.
5. Use the D-Pad to move the cursor onto the CD-ROM button and press Button C. The opening screen of the game will appear.
6. If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Sega Drive console to display the on-screen Control Panel.

- ① Sega System
- ② Sega CD System
- ③ Control Pad



Get Prehysterical!

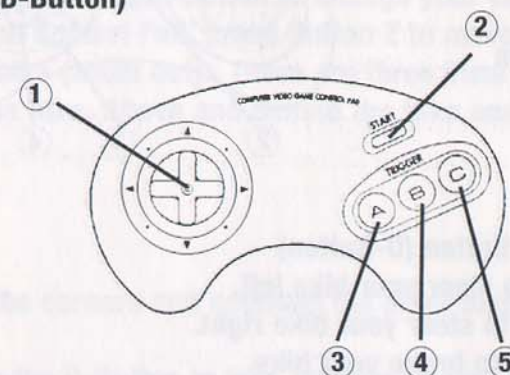
Millionaire playboy caveman Millstone Rockafella arranges a wild 'n' wacky BC bike race, the winner of which receives the ULTIMATE BOULDER-DASH BIKE. Cool 'n' crazy CLIFF ACE has had his sunglasses set on a boulderdash bike since he was knee-high to a baby diplodocus, so he signs up for the race - taking his cave-babe ROXY along for the ride! But Ace has got some rock-hard competition in the form of Sid Viscous, Granite Jackstone - and eight other fast 'n' fierce opponents!

BC Bike Control

BC RACERS utilizes both the Standard Sega Control Pad and the Sega 6-Button Control Pad:

Standard Control Pad

- ① Directional Button (D-Button)
- ② Start Button
- ③ Button A
- ④ Button B
- ⑤ Button C



- ① Directional Button (D-Button)
 - Press left to steer your bike left.
 - Press right to steer your bike right.
 - Press down to brake your bike.
 - Press down and left or right, while accelerating (Button B), to perform a handbrake turn.
- ③ Button A
 - Press to punch left.
- ④ Button B
 - Press to accelerate your bike.
- ⑤ Button C
 - Press to punch right.
- ① Directional Button (D-Button) with ④ Button B pressed
 - When your bike is still (i.e., at Race Start), press down on the D-Button and press Button B. Your bike will go into a fixed wheelspin. Then let go of the D-Button to make a quick take off!
- ① Directional Button (D-Button) with ③ Button A pressed

I Press Button A and up on the D-Button to activate your bike's Nitro.

② Start Button

I Press to pause the game and then press up or down on the D-Button to change your view of the track. There are three view modes to choose from: Behind the Bike, Above and Behind the Bike and High and Behind the Bike.

6-Button Control Pad

① Directional Button (D-Button)

② Start Button

③ Button A

④ Button B

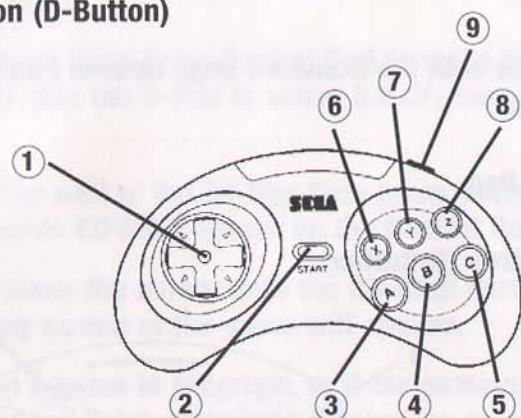
⑤ Button C

⑥ Button X

⑦ Button Y

⑧ Button Z

⑨ Mode Button



① Directional Button (D-Button)

- Press left to steer your bike left.
- Press right to steer your bike right.
- Press down to brake your bike.
- Press down and left or right, while accelerating (Button B), to perform a handbrake turn.

② Start Button

- Press to pause the game.

③ Button A

- Press to punch left.

④ Button B

- Press to accelerate your bike.

⑤ Button C

- Press to punch right.

⑥ Button X

- Moves the View Mode towards your bike (zoom in).

⑦ Button Y

- Activates your bike's Nitro.

⑧ Button Z

- Moves your View Mode away from your bike (zoom out).

① Directional Button (D-Button) with 4 Button B pressed

- When your bike is still (i.e., at Race Start), press down on the D Button and press Button B. Your bike will go into a fixed wheelspin. Then let go of the D-Button to make a quick take off!

2-Player Co-operative Play

Player One

Player One steers the bike and can change the View Modes.

- Press left and right on the D-Button to steer your bike.

- Press down on the D-Button to brake your bike.

- With the Standard Control Pad, Press the Start Button to pause the game and then press up or down on the D-Button to change your view of the track. With the 6-Button Control Pad, press Button Z to move your View Mode away from your bike (zoom out). There are three View Modes to choose from: Behind the Bike, Above and Behind the Bike and High and Behind the Bike.

Player Two

Player Two leans into the corners and combats the other bikes and riders.

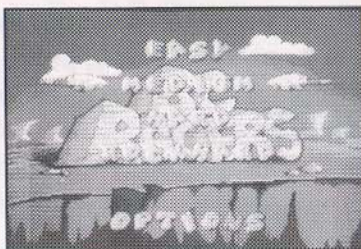
- Press left or right on the D-Button to lean into the corners - doing this gives the bike better grip when cornering and can stop it from spinning out.

- With the Standard Control Pad, Button A punches left, Button B punches right and Button C activates your bike's Nitro.

- With the 6-Button Control Pad, Button A punches left, Button C punches right and Button Y activates your bike's Nitro.

Being a Quitter

If at any time during play you want to quit out of the game or reset your Sega Genesis, press the ② Start Button to pause and then press Buttons ③ A, ④ B and ⑤ C, simultaneously (this will work with both the Standard Control Pad and the 6-Button Control Pad).



Getting Started

BC RACERS begins with an animated Introduction. The Introduction is followed by the Title Screen. Press the Start Button to bring down the Main Menu. From the Introduction, press the Start Button to go to the Title Screen/Main Menu.

Main Menu

The Main Menu presents you with two choices: Races Mode, comprising the 4 types of BC Race - Easy, Medium, Hard and Rockhard - or the Options Mode. The Hard and Rockhard races are password protected. Press up or down on the D-Button to select which BC Race you wish to enter and then press the Start Button to take you to the BC Bike 'n' Riders selection screen. Or, before entering a BC Race, you may want to select Options to take you to the Options Menu.

BC Options

The BC Options Menu allows you to set certain conditions in the game. Select the category by pressing the D-Button up or down and make your choices in each category by pressing Buttons 3 A, 4 B or 5 C, to toggle through the available Options.

Enemy: Select Easy, Medium or Hard enemies. The more difficult the enemy level, the harder your opponents will be to defeat.

Laps: Choose the number of laps per race - 4, 6 or 8.

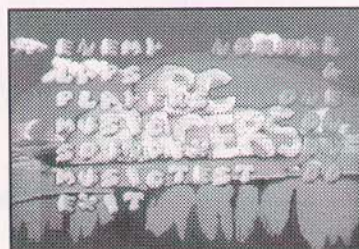
Players: Choose a 1 or 2 player game.

Music: Play the game with the music on or off.

Sound FX: Play the game with the sound effects on or off.

Music Test: Listen to the rock-solid tunes from the game.

Exit: Return to the Main Menu.

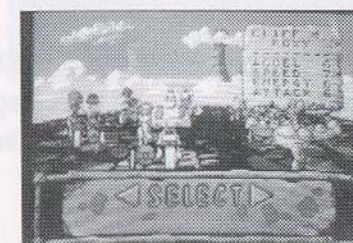


BC Bike 'n' Riders Selection

You have a choice of 6 bikes 'n' riders to race with:

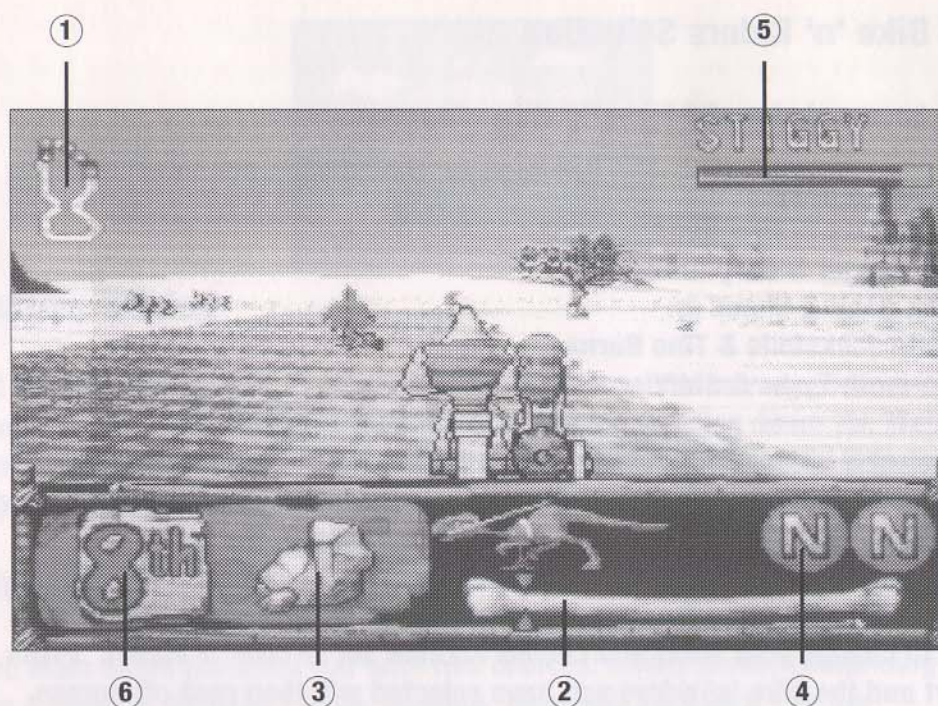
Cliff Ace & Roxy
Bob Hardley & Jimi Handtrix
Brick Jagger & Gary Gritta
Chuck Rock & Chuck Jr.
Granite Jackstone & Tina Burna
Sado-tooth Tyger & Sid Viscous

To select a bike 'n' riders, press the D-Button left or right to rotate the bikes. Pressing the ② Start Button selects that bike and riders. Pressing Buttons ③ A, ④ B or ⑤ C will cause Jack Hammer, the BC Racers compere, to raise his stone Information Block, with statistics about the riders chiselled on to it. Pressing any of these Buttons again will allow you to change your mind and choose another set of bike 'n' riders. Press Start and the bike 'n' riders you have selected will then race off-screen.



Screen Signals

- ① Overhead Map: Shows you and your opponents' positions on the track.
- ② Speed Bone: Shows how fast you're going.
- ③ Power Boulder: Cracks appear when you take a hit.
- ④ Nitro: Extra boost.
- ⑤ Dino Engine: Your bike is powered by a dinosaur running in a wheel. When your Power gets low (shown on Power Boulder), your Dino Engine starts to get exhausted and your bike will consequently lose speed.
- ⑥ Hits Display: When you hit an opponent their Power level will be displayed, showing how many more hits they will take before crashing out. If you manage to force another racer out of the game, you will be awarded an extra point which will be added to the League Table at the end of that race.



The BC Races

There are 4 BC Races: Easy, Medium, HARD and ROCKHard. Each Race is split into 8 heats, each heat with 4 tracks of differing difficulty - 32 tracks in total. The 8 heats will occur in the following order:

- Heat 1: ROCK CITY RACE
- Heat 2: NIGHT RALLY
- Heat 3: DESERT DRIVE
- Heat 4: JUNGLE RUMBLE
- Heat 5: SWAMP STOMP
- Heat 6: BLIZZARD BLITZ
- Heat 7: CAVE RAVE
- Heat 8: VOLCANO DASH

At the finish of each BC Race, a trophy will be awarded to the winner. To win a trophy, you must race through all 8 heats of a particular BC Race (Easy, Medium, Hard or Rockhard). Your position at the end of each heat will win you points which are applied to the League Table. You will only win the trophy for a particular BC Race if you appear at the top of the League Table after the 8th heat of that Race. Appearing at the top of the League Table after the 8th heat of the 'Rockhard' BC Race, will win you, not only the Rockhard and Enormous Trophy, but the coveted Ultimate Boulderdash Bike!

Continues

If you crash out or come 8th in any of the heats, you will be asked if you want to quit or try again. If you try again, you must re-race the track/heat you crashed out or came 8th in. If you do this, you will use up one of your two Continues.

Cliff's Clues

Cool 'n' crazy Cliff Ace, has some prehysterical playing hints to help you out:

- Cut as many corners as you can. Cutting corners will win you the race!
- Knock as many other riders off their bikes as you can - the more you knock off, the more league table points you'll get!
- Avoid losing at all costs!
- If there are shortcuts on the track, use 'em - if you can find 'em, that is...



Credits

Programmed byDan Scott

Graphic Artist.....Toby Gard

Game Design.....Toby Gard
.....Guy Miller
.....Dan Scott

Additional Design Support.....Simon Phipps

Original ConceptJason Gee
.....Jon Hilliard

Music & Sound Effects.....Martin Iveson

StoryboardGuy Miller

Animated Introduction.....Billy Allison

Graphics Support.....Stu Atkinson

Product Support.....Troy Horton
.....Jamie Morton
.....Darren Price
.....Adrian Smith
.....David Ward

Creative ManagerGuy Miller

Produced by.....Jeremy Smith

Handling Your Sega Compact Disc

- The Sega Compact Disc is intended for use exclusively with the Sega-CD™ system.
- Be sure to keep the surface of the Compact Disc free of dirt and scratches.
- Do not bend it, crush it or submerge in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Compact Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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Address all correspondence regarding this CORE DESIGN game to:
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PO Box 360782, Milpitas, CA 95036-0782

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AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective CD to Time Warner Interactive, Inc. Return the defective CD, freight prepaid, to Time Warner Interactive, Inc. at the address below. Enclose a check or money order for \$12.00, payable to "Time Warner Interactive, Inc." Time Warner Interactive, Inc. will, at its option, subject to the conditions above, repair the CD or replace it with a new or repaired CD. If replacement CD's are not available, the defective CD will be returned and the \$12.00 payment refunded.

Time Warner Interactive, Inc., 675 Sycamore Drive
Attn: Customer Service, Milpitas, CA 95036-0782

? PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Core Design, Inc. game, please call a Time Warner Interactive, Inc. game counselor at
(408) 433-3999

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8.30am - 5.00pm Pacific Time.



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